

GORF[®]

For the Atari[®] 5200[™]
For one or two players.

GAME PLAY INSTRUCTIONS

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SETTING UP YOUR VIDEO CONSOLE

1 Hook up your video game system, following manufacturer's instructions.

2 With the power OFF, plug in the video game cartridge.

3 Turn power ON. If no image appears, check the connection of your game system to the TV, then repeat steps 1-3.

4 Plug a 5200™ Controller firmly into controller jack.
1 This is a one- or two-player game using the same controller.

5 Keypad overlays are provided for your convenience. If you desire, slip an overlay onto the keypad of your controller.

6 Press the keypad square marked 1-2 Players (the **A** key) to select either the one-player or two-player version.

7 Players start with Mission #1 at the Cadet level. To begin at a higher level, press the keypad square marked Rank Level (the **R** key) until the desired level appears on the screen.

8 To start the game, press the START key or one of the two bottom trigger buttons on the sides of the controller. The upper buttons have no function in this game. To pause the game at any point, press the PAUSE key. To resume the game, press this key again. Pressing the START key again at any time will immediately return the game to the first mission. Pressing the RESET key will cause the title screen to reappear.

STRATEGY HINTS are located on the back of this manual.



MESSAGE FROM INTERSTELLAR SPACE FORCE COMMAND

Space Cadet

By the time you read this communique, we of the Interstellar Space Force Command will have been destroyed! The evil Gorkian Empire has launched an all-out attack. You are Earth's last hope! Your assignment is to repel the invasion and launch a counterattack. You will engage various hostile spacecraft as you journey toward a dramatic confrontation with the enemy Flag Ship! You will be rewarded for your success with promotions in rank and praise from a grateful planet! But you must act quickly, Space Cadet! Brief yourself on the Gorkian Robot Armada, and then attack before it's... **TOO LATE!**

MESSAGE ENDED

OBJECT OF THE GAME

The object of GORF is to accumulate points by destroying the various types of enemy spacecraft you will encounter as you attempt to complete a variety of space missions.



INTERSTELLAR SPACE FIGHTERS

You begin each game with a fleet of five Fighters. Only one Fighter at a time may fire upon the enemy. The number of Fighters remaining in your fleet is indicated throughout the game at the top of the screen.

Use the joystick to maneuver your Fighter back and forth, and up and down. To fire your laser, press one of the two bottom trigger buttons on the sides of your controller. You have an unlimited supply of ammunition.

Note: Firing a shot causes a previously discharged bullet to disintegrate if it hasn't yet made contact.

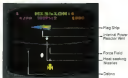
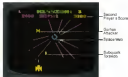
You will be awarded one extra Fighter plus a promotion in Rank every time you make it through the series of four space missions.

MISSION 3 – SPACE WARP

You are getting closer to the enemy Flag Ship! Sensing your presence, it generates an eerie space web which releases Gorian Attackers and Flying Gorf's living subquark torpedoes. These shots are released one at a time and fly in a spiral pattern. When you succeed in getting past this level, you'll be ready for your next and most challenging mission.

MISSION 4 – FLAG SHIP

To destroy the Gorian Flag Ship and earn the right to work toward your next promotion, you must score a direct hit in the Flag Ship's internal power reactor vent. In order to get a clear shot at this difficult target, you must first blast a hole in the Flag Ship's heavy force field and, while avoiding the heat-seeking missiles being launched in your direction. The debris that falls from the Flag Ship following a shot to its outer hull is radioactive, but may be fired upon for extra points. Following a successful hit, a violent neutronium explosion will appear in dazzling color as the Flag Ship disintegrates. You are now a Space Captain and will repeat the sequence of missions fighting against progressively faster and nastier robots of the Gorian Empire!



END OF GAME

The game ends when all of your Interstellar Space Fighters have been destroyed by the robot warriors of the Gorkan Empire.

TWO-PLAYER VERSION

Two players may compete in GORF alternating turns. Both players must use the same controller. Since only one player can play at a time, sharing should not pose a problem. Just be prepared to pass the controller to the other player when your turn has ended. The screen will notify each player as to whose turn it is.

FIELD PROMOTION SCHEDULE

Rank	Missions
Space Cadet	1 to 4
Space Captain	5 to 9
Space Colonel	10 to 14
Space General	15 to 19
Space Warrior	20 to 24
Space Legend	25 to 29

SCORING

Your score is displayed at the top of the screen throughout the game.

Mission	Object	Point Value
Astro Battles	Gorkan Droids Bouncing Gork and Command Ship	50 points 250 points
Laser Attacks	Pathless dividers and Flying Gorks Laser Ships	100 points 300 points
Boogie Warp	Gorkan Attackers and Flying Gorks	100 points
Flag Ship	Hiding Flag Ship Droids and Flying Gorks*	20 points 150 points
	Demolishing Flag	1000 points

*Flying Gorks appear with the Flag Ship starting at the level of Captain.

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In the event that your cartridge is replaced, the replacement will be covered on the original warranty for the balance of its term or for 30 days, whichever is longer.

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STRATEGY HINTS

1. **Anti-Submers.** Start picking off the invaders from the edges. By destroying entire columns, the rate of damage is reduced.
2. **Large Attack.** Kamikazes and Flying Gorls should be destroyed at maximum possible range, especially when they power dive.
3. **Enemy Wave Attacks.** Attackers are easiest to destroy when they first emerge. They are moving slowest and their rate of movement is highest.
4. **Flag Ship.** Create large holes in the force field and begin attempting to hit the reactor. You'll have a better chance of free